CLAIMS

1.-26. **(Canceled)**

27.   **(Previously Presented)** A computing device for processing input media, the computing device comprising:

a processor; and

a physical memory coupled to the processor, the memory comprising computer-program instructions executable by the processor for:

during playback of a media stream, caching a reconstructed frame according to a plurality of criteria, wherein the reconstructed frame comprises a decoded multimedia content frame, and wherein the criteria for caching the reconstructed frame is based on:

a detected display device resolution,

repeated requests for similar frames of input media,

an indication that a playback application has reverse playback capability, and

a received request from a playback application to play a given section of content in reverse;

receiving a request to scrub to a predictive frame of input media, the predictive frame following an intracoded frame within a group of pictures; and

decoding the predictive frame starting with the reconstructed frame.

28.   **(Original)** A computing device as recited in claim 27, wherein the caching is by a media engine, a media processor, a media decoder, or an effect transform component of a media pipeline.

29.   **(Previously Presented)** A computing device as recited in claim 27, wherein the request to scrub is sent by an application that is independent of a media processing pipeline, and wherein the criteria is further based on periodic time intervals, decoded frame size, available system memory, a requested playback rate, a detected

display device resolution, and a determination that the application repeatedly requests similar frames of input media.

30. **(Original)** A computing device as recited in claim 27, wherein the caching is by a component in a media pipeline.

31. **(Previously Presented)** A computing device as recited in claim 27, wherein responsive to receiving the request and before decoding, the computer-program instructions further comprise instructions for:

determining that there is a cached reconstructed frame representing a complete decoded version of an inter-frame of the input media, the cached reconstructive frame being associated with a time less than or equal to a time of the predictive frame; and

wherein the cached reconstructed frame is the reconstructed frame.

32. **(Original)** A computing device as recited in claim 31, wherein the request is sent by an application that is independent of a media processing pipeline and wherein the reconstructed frame is a latest reconstructed frame in a timeline specified by the input media or the application.

33. **(Original)** A computing device as recited in claim 27, wherein the request is sent by an application that is independent of a media processing pipeline, and wherein the application enables reconstructed frame caching.

34. **(Original)** A computing device as recited in claim 27, wherein the request is sent by an application that is independent of a media processing pipeline, and wherein the computer-program instructions further comprise receiving, from the application, a location in the media processing pipeline to implement the reconstructed frame caching.

35. **(Original)** A computing device as recited in claim 34, wherein the location is subsequent to an effect transform component that operates on decoded frames of the input media.

36. **(Original)** A computing device as recited in claim 34, wherein the location is immediately subsequent to a media decoding module.

37-52. **(Previously Canceled)**